

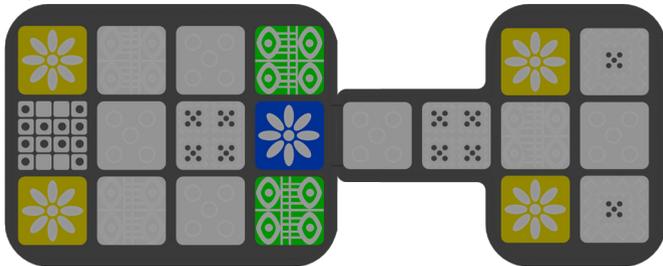
The Royal Game of Ur

Preface

The Royal Game of Ur is ancient, predating the likes of Backgammon. As such little is known about how the game is played and there is some debate among historians as to the interpretation of the rules found on stone tablets. These rules are derived from the work of Irving Finkle at the British Museum.

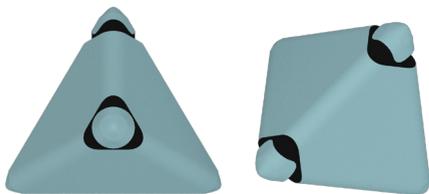
Getting Started

Remove the 4 tetrahedron dice and 14 counters from the main body of the board. Place the board on the table so that the narrow end of one board sits against the closed end of the other.



How To Play

During the game each player takes turns to roll the four 4-sided dice. Each die has two pips each of which represent a 1 if they land face up. These are found at the tips of the tetrahedron shaped dice.

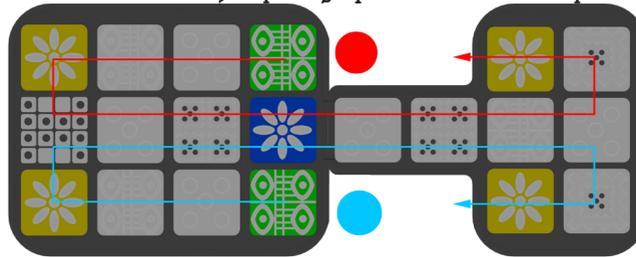


The player whose turn it is then moves one of their counters. If there are no pieces on the board you must place your counter on the board.

Moving Pieces

It is possible to roll any value from 0 to 4. If you roll a 0 no move is made. Otherwise you must move a piece by the rolled amount if you are able. You can only move one piece per roll. A move is possible if the target space has no piece on it or if it is occupied by your opponent's piece. If you move onto a space occupied by your opponent their piece must be taken off the board.

One player starts from the tile (coloured green) at the top of the board and follows the red path shown below. The other player starts from the opposite green tile and follows the blue path. There are 5 rosette spaces on the board. If you land on one of these you must (coloured blue and yellow) roll the dice again. You must then move again, it does not need to be the same piece that you just moved. If you land on another rosette you repeat the above steps until you no longer land on a rosette. The middle rosette (coloured blue) is special, if you occupy this space your piece cannot be knocked off the board. You can jump any space that's occupied.

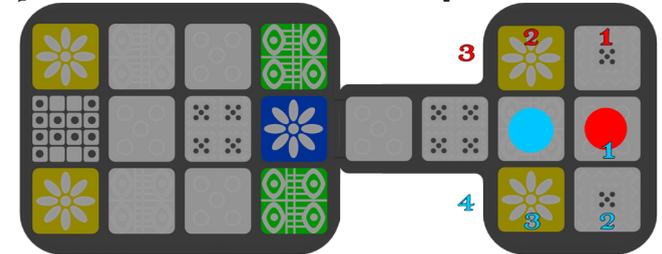


Adding a Piece to the Board

You may add a piece to the board any time you could move a piece, as long as the space it would occupy is free.

Moving a Piece off the Board

In order to remove a winning piece from the board you must roll exactly. That is if your piece is 3 spaces from the end of the board you must roll a 3. If you roll a 4 that will be too far and you will have to move another piece.



Winning the Game

The first player to remove all their own pieces from the board wins.

More Info

This is a companion rulesheet to go with the Drentsoft Games 3D Printed Royal Game of Ur set. If you would like to see the game being played why not have a look at the British Museum video that inspired this 3D printed project

<https://www.youtube.com/watch?v=UWZskjLq040I>

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